

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. **(Currently Amended)** A computer-readable medium having computer-executable instructions for performing the steps comprising:

(a) receiving information indicative of a goal, the goal being associated with a training objective of a student, the training objective corresponding to mirroring an actual work environment of the student;

(b) integrating information that motivates accomplishment of the goal for use in a presentation;

(c) managing information flow utilizing a table of components to provide a simulation of the actual work environment during the presentation, wherein each component encapsulates behavior and data necessary to support a related set of service through a published interface, each said component supporting activities in a plurality of development phases of the simulation that include a test phase, the components comprising:

a domain component providing services for modeling a state of the simulation;

a profiling component providing a rule-based evaluation of the state of the simulation;

a transformation component providing services for manipulating the state of the simulation, wherein the transformation component performs at least one calculation on the domain and provides a result back to the domain for further analysis by the profiling component; and

a remediation component providing services for a rule-based delivery of feedback to the student, wherein the feedback is based on profiling information from the profiling component;

the test phase including functional testing, usability testing, and cognition testing, the test phase being performed to test that the simulation:

functions properly as performed by the functional testing;

enables the student to navigate effectively as performed by the usability test; and

meets learning objectives as performed by the cognition testing; and

(d) evaluating progress toward the goal and providing the feedback that further motivates accomplishment of the goal.

2. **(Previously Presented)** The computer-readable medium as recited in claim 1, including the step of instantiating a component from the table of components to measure progress toward the goal.

3. **(Previously Presented)** The computer-readable medium as recited in claim 2, including the step of instantiating a component from the table of components to interrupt and interview the student to obtain information to measure progress toward the goal and determine appropriate feedback.

4. **(Previously Presented)** The computer-readable medium as recited in claim 1, including the step of instantiating a component from the table of components to analyze progress and determine appropriate feedback.

5. **(Previously Presented)** The computer-readable medium as recited in claim 1, including the step of instantiating a component from the table of components to evaluate options and present appropriate feedback to assist the student to achieve the goal.

6. **(Previously Presented)** The computer-readable medium as recited in claim 1, including the step of instantiating a component from the table of components to simulate a business application.

7. **(Previously Presented)** The computer-readable medium as recited in claim 1, including the step of instantiating a component from the table of components to interact with a quantitative analysis model to perform what-if-analysis.

8. **(Previously Presented)** The computer-readable medium as recited in claim 1, including the step of instantiating a component from the table of components to interact with the student utilizing rule-based logic.

9. **(Previously Presented)** The computer-readable medium as recited in claim 1, including the step of instantiating a component from the table of components to present a time based simulation.

10. **(Currently Amended)** An apparatus that creates a presentation, comprising:

(a) a processor;

(b) a memory that stores information under control of the processor;

(c) logic that integrates information that motivates accomplishment of a goal for use in the presentation, the goal being associated with a training objective of a student, the training objective corresponding to mirroring an actual work environment of the student;

(d) logic that manages information flow utilizing a table of components to provide a simulation of the actual work environment during the presentation, wherein each component encapsulates behavior and data necessary to support a related set of services through a published interface, each said component supporting activities in a plurality of development phases of the simulation that include a test phase, the components comprising:

a domain component providing services for modeling a state of the simulation;
a profiling component providing a rule-based evaluation of the state of the simulation;

a transformation component providing services for manipulating the state of the simulation, wherein the transformation component performs at least one calculation on the domain and provides a result back to the domain for further analysis by the profiling component; and

a remediation component providing services for a rule-based delivery of feedback to the student, wherein the feedback is based on profiling information from the profiling component;

the test phase including functional testing, usability testing, and cognition testing, the test phase being performed to test that the simulation:

functions properly as performed by the functional testing;
enables the student to navigate effectively as performed by the usability test; and
meets learning objectives as performed by the cognition testing; and
(e) logic that evaluates progress toward the goal.

11. **(Original)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to measure progress toward the goal.

12. **(Previously Presented)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to interrupt

and interview the student to obtain information to measure progress toward the goal and determine appropriate feedback.

13. **(Original)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to analyze progress and determine appropriate feedback.

14. **(Previously Presented)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to evaluate options and present appropriate feedback to assist the student to achieve the goal.

15. **(Original)** An apparatus that creates a presentation that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to simulate a business application.

16. **(Original)** An apparatus that creates a presentation that creates a presentation that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to interact with a quantitative analysis model to perform what-if-analysis.

17. **(Previously Presented)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to interact with the student utilizing rule-based logic.

18. **(Previously Presented)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to present a time based simulation.